

IRON
RUN

//: Scanning system...

Receiving_message_<Message Loaded>

Greetings User,

There has been a change in the mainframe, and the Grid has been rebooted.

Programs are once again taking part in arena games. You are required in the system, user.

Your goal – survive TRON RUN/r.

//: This_message_is_subject_to_immediate_de-resolution...

<Message Closed>

- Overview
- Mechanics
 - Characters
 - Bits and Customization
 - Power-Ups
 - Running Disc Companions
 - Game UI
- Game Modes
 - Running Disc
 - Light Cycle
- Enemies & Props
- Saving Loading
- Platforms

Overview

Characters must move as quickly as possible through the environment (given the constant flowing gameplay) avoiding hazards and staying on the fast moving path. A new set of grid games await your program, battle through exciting games and reach the portal before you get derezzed. Players get to choose and customize their program to race ahead of pursuing threats. Explore the grid by playing a number of fun exciting games including Running Disc, Light Cycle, or take a spin in the Light Runner and race to the levels end. **Single player game only.**



Mechanics

The first game mode “Running Disc” is a free (demo), but further level expansion packs additional Light Cycle levels. Players progress through a number of game grid levels inside each mode of play. Each game has its own challenges and exciting fast paced game play style for players to master. This game also includes:

- Bits and Customization
- Score Challenges
- Combo Multipliers
- Consumable Program Enhancements “Power-Ups”
- Running Disc Companions
- Game Grid “Level Menu”
- Game UI

Bits



- Bits presented along track so no need to destroy enemies or breakables to spawn them.
 - Drawn to player as they move past them
 - Small Bits = Low value: These are common
 - Big Bits = Larger value: These are rare
 - Bits = Game's currency and score values so as players complete levels, they bank Bits
 - Each level has a Bit Meter, fill meter before level's end to get a Bit payout bonus!

Customization

- Bits also used to purchase customization or buy program enhancements
 - Beginning of the game, players can access few customizations
 - No need to unlock customizations

Armory

- Players can purchase customizable items (i.e. Outfits or suit components, vehicle skins, or new byte companions)
- Equip your program with “Power-Ups” and “Companions”
- Bit balance decreases when you make purchases or increases when you remove highlighted items

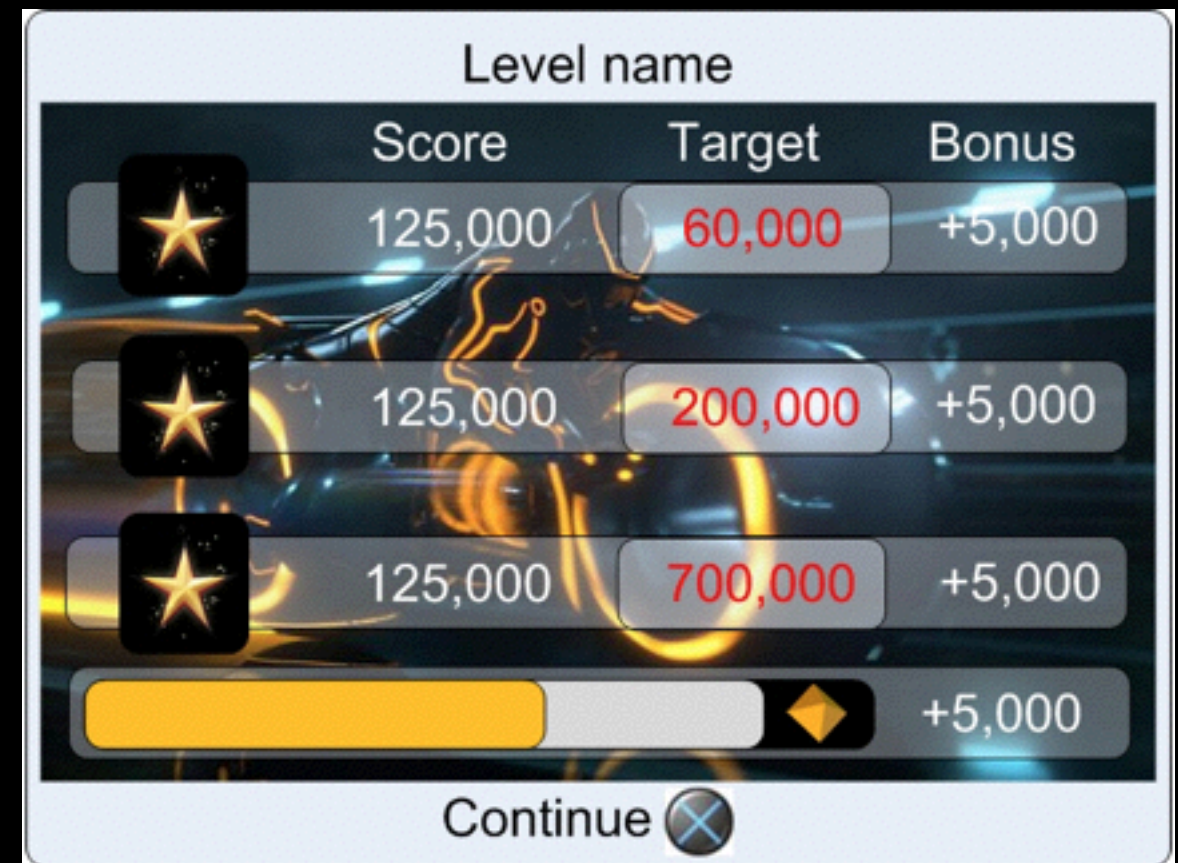


Purchases (Available during WW Launch not Beta)

- Made with real money or bits earned during game
- What can you buy?
 - Bits
 - Bit Packs
 - Program Enhancements (Consumable)

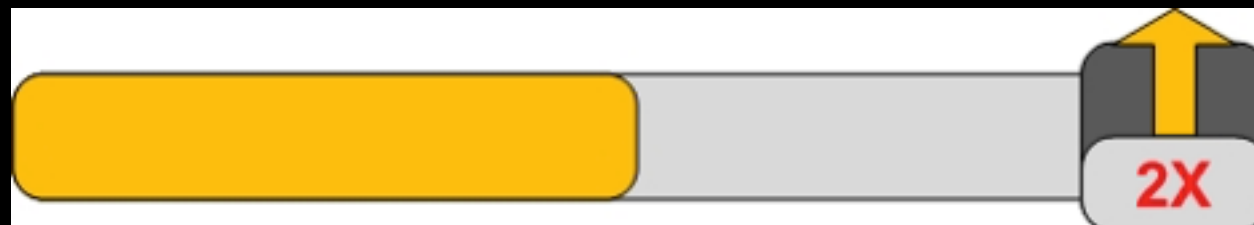
Score Challenges

- Items destroyed have scores associated with them
- “Power-Ups” unlock Byte Companions and allow players to earn Bonus Bits upon completion
 - Players can replay levels and unlock more Byte Companions and Bits
- Score Challenges presented at level’s start and again when level has been completed via an end up wrap screen



Combo Multipliers

- Each move/ trick or item destroyed contributes to the combo meter
- Chain combos together to keep the combo meter filled and earn a multiplier of 2X, 3X and even up to 8X bit collection
- This is a great way to double up on bits, get some extra spending currency and achieve that high score you have been after



Consumable Power Enhancements **(“Power-Ups”)**

- Level power-ups add instant rewards and game changing abilities
- Purchased from the customization menu and can be used while in game
- Power-ups are only on for a set amount of time and expire when done
- Some may be game specific as needed.

Running Disk

- Bit Repeater - "Duplicates each bit collected." Bits count x2.
- Shatter Disc - "Disc projects explosive energy." Explodes on contact and has a blast radius.
- Rail Disc - "Disc projects data piercing energy." Penetrates through multiple layers of barriers/ enemies.
- Data Wiper - "Wipes all nearby data." Smart bomb.

Light Cycle

- Time Jammer - "Stops the Clock." TBD on specifics.
- Bit Repeater - "Duplicates each bit collected." Bits count x2.
- Data Wiper - "Wipes all nearby data." Smart bomb.

Characters

Players are automatically given a program to control/ play within the game. You are able to customize this program to a players liking. The program is given 3 life bars which appear on his back and when you use all 3 lives, the program is derezzed.

Companions

Byte companions follow the player during play and automatically assist the player. Think of these as floating AI followers, each with different behavior. Byte companions can be used in any game.

Running Disc Companions

- Aggregator - "Doubles score values."
- Bit Compiler - "Collects nearby bits." Automatically collects bits within a certain radius.
- Eradicator - "Erases nearby threats." Automatically collects bits within a certain radius.
- Fire-Waller - "Enables shield protection."

Light Cycle Companions

- Aggregator - "Doubles score values."
- Bit Compiler - "Collects nearby bits." Automatically collects bits within a certain radius.

Level Menu

Each game mode has its own grid of levels, each with their own challenges, length and difficulty. The number of game grid levels and level length is open, but expandable as needed.

- Show off your high scores to your friends on leader boards
- Displayed on a cool TRON looking grid menu



Game UI

The In-Game HUD is sleek and subtle matching the games theme. The following items will be tracked:

- Lives
- Combo Level
- Current User "Profile and Name"
- Current Power Up (Appears if purchased)
- Bit Score
- Score Target



Game Modes

The base free game has one mode of play with free modes available via paid content. Each game has a simple game premise: "Escape the grid and reach the level portal exit." Players will be pursued by any number of drones, recognizers or other minions of Clu.

- Running Disk
- Light Cycle

Running Disk

Running on foot offensive weapon disc throw. Dodge obstacles, jump gaps, outrun the MCP virus and survive. Occasionally battle the recognizer and dodges its attacks.



Light Cycle

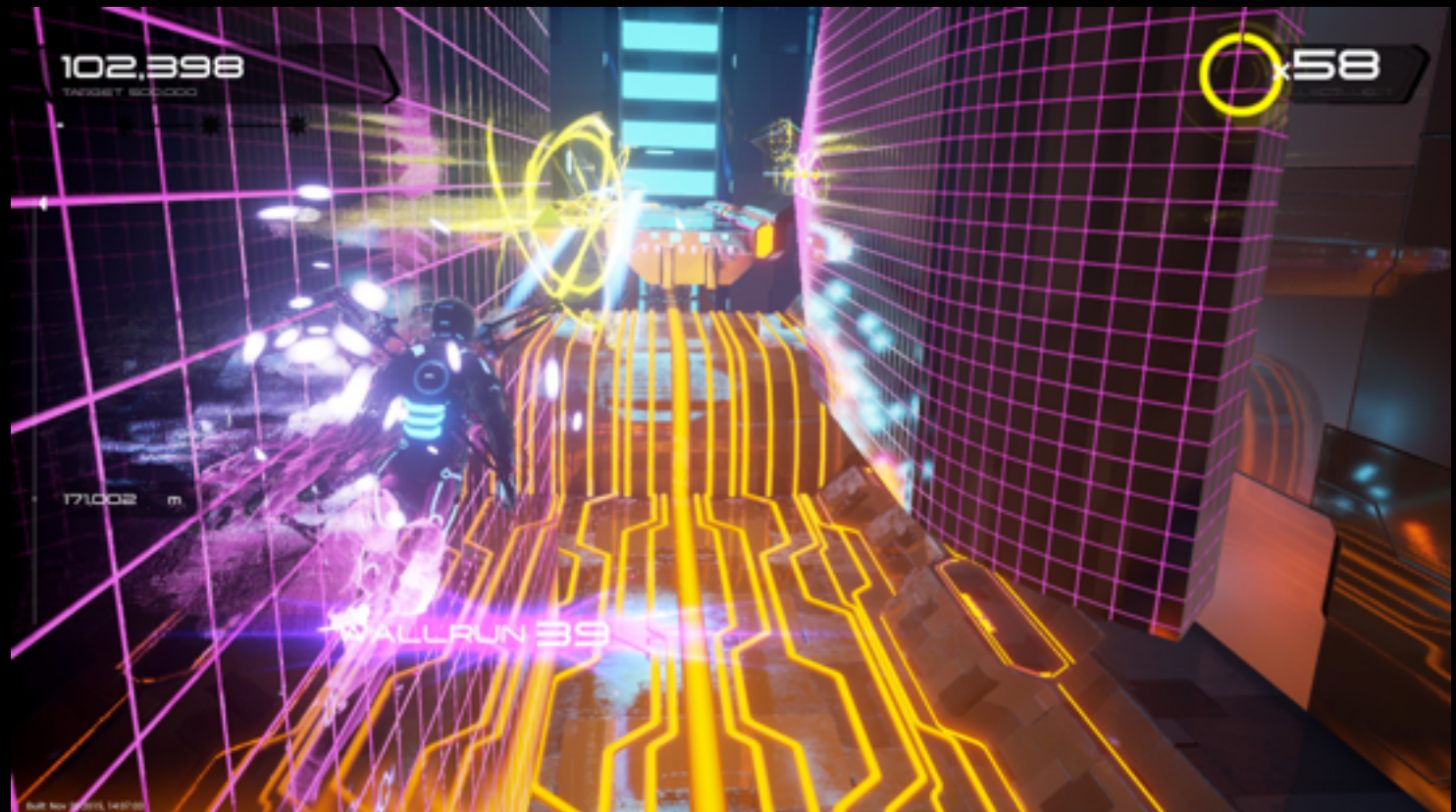
Fast paced racing with the unique offensive light trail. Dodge obstacles, jump gaps, ride the walls and destroy other racers to survive. Occasionally battle rival program "Clu" and defeat him for bonus bits.



Enemies & Props

Each game will have their own set of enemies; some will be shared across game modes where it applies. Props are all designed to be shared across game modes.

- 4 Enemies
- 9 Props



Enemies

- Sentry: Throws single disc, placed on the main track the player runs on.
- Sentry Elite: Lobs grenades, placed in the side platforms.
- Light Cycle: Enemy cycles with ribbon.
- Recognizer: Not able to be destroyed. Sentries jump out of recognizers.

Props

- Proximity Mines: Explode on proximity.
- Ribbon Wall (Over): Hazard that the player must jump over.
- Ribbon Wall (Under): Hazard that the player must slide under.
- Rail Grinds: Rails that the player can grind.
- Vault Up: Elevated prop that the player can hop onto and continue running on.
- Dynamic Floors: Floor that derez behind the player. Escape the grid before it catches up to you. Potential setups for floor derez ahead of the player too.
- Switches: Hit a switch to remove a blocker leading to an alternate path.
- Boost Pads: Launches player into the air when stepped on.
- Hoops: Disc Runner: Propels player forward | Light Cycle: Adds more time.

Saving & Loading

- 3 Save slots
- Co-Op play shares player one's progress; no shared profile saves

Platforms



Questions?

